DC UNIVERSE

19

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CATWOMAN™

JONES
ANEKE
BORGES
PLASCENCIA

PAWN OF THE DEAD!

CATWOMAN 19

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RATED T+ TEEN PLUS

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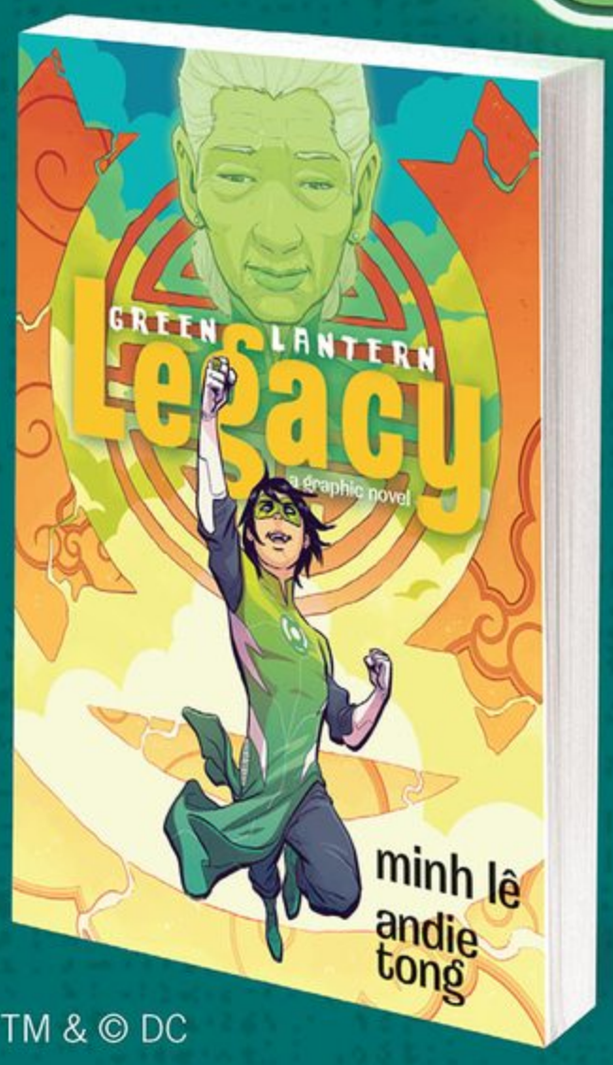
GREEN LANTERN
Legacy

This 13-year-old just inherited his grandmother's Green Lantern ring.
NO PRESSURE.



From
award-winning
author
MINH LÊ
and illustrator
ANDIE TONG

A new graphic
novel for kids
JANUARY 2020

TM & © DC

SCRIIITCH
SCRIIITCH
SCRIIITCH
SCRIIITCH
SCRIIITCH

FIRST, PEOPLE STARTED RIOTING WHEN THAT **WEIRD SYMBOL** SHOWED UP IN THE SKY...

...AND **NOW** RAINA CREEL HAS TURNED A BUNCH OF THEM INTO **ZOMBIES.**

GRARR!

RAHHR!

CRICCK

WHERE THE **HELL** IS SELINA? AND WHY DO I THINK SHE'S AT THE CENTER OF THIS SOMEHOW?

I'M JUST NOW NOTICING THIS CITY HAS A DEFICIT OF ROOFTOPS.

CHUK CHUK

CHUK

IF ONE WERE SO INCLINED, THEY MIGHT SAY DEFICIENCY, IN ONE WAY OR ANOTHER, IS WHAT THIS CITY WAS BUILT UPON.

BURSTING AT THE SEAMS WITH PEOPLE OF ALL TYPES SHARING ONE THING IN COMMON...

ACHOOK

HUFF PUFF

...AN ACHING HOLE INSIDE THEM THAT CAN NEVER BE FILLED.

SO, THEY LOOK TO THE STARS...

...AND BECOME BLIND TO WHAT'S UNDER THEIR FEET.

FWIP

THIS LONGING IS CONTAGIOUS...

...AND I FEEL COMPROMISED.

DUST, SWEAT, AND BLOOD

JOËLLE JONES story
GERALDO BORGES (pp1,4–7,10–11,18–20), ANEKE (pp2–3,8–9,12–14), INAKI MIRANDA (pp15–17) art
FCO PLASCENCIA, JOHN KALISZ (pp15–17), LAURA ALLRED (pp18,20) colors
SAIDA TEMOFONTE letters JONES & ALLRED cover IAN MACDONALD variant cover
BEN MEARES assistant editor JESSICA CHEN editor
BEN ABERNATHY group editor

THERE'S NO TIME...

GRARR...

RAWWR...

RIGHT!

MAGGIE, IT'S GOING TO BE *OKAY.*

YOUR SISTER WILL VISIT REAL SOON.

STAY IN HERE AND KEEP QUIET...

...AND I SWEAR TO GOD, MAGGIE, IF YOU EVER FELT LIKE TALKING, *NOW* IS NOT THE TIME.

I'LL BE BACK TO GET YOU SOON, I *PROMISE.*

RAWR!

GRARR!

OKAY.

READY OR NOT...

...HERE I COME.

GET OFF!

HRRR!

FNUMP

HWRRR!

TCHK

NNNGGG--

SHWK

SKRSH

THERE'S TOO MANY OF THEM!

GRAAARRRR RRRAWWRR

VILLA HERMOSA...

PANT PANT

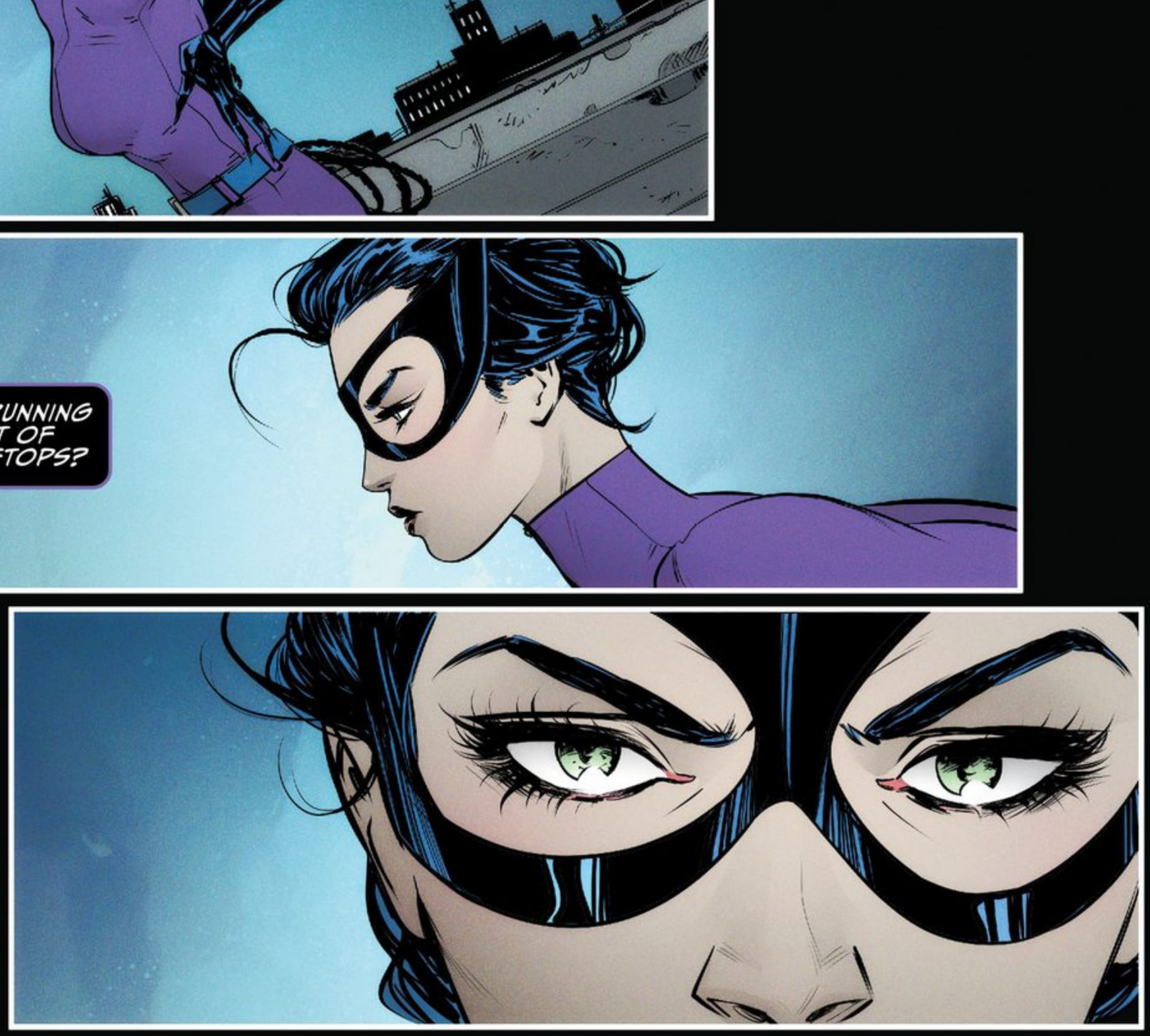
VELVET

...BUILT ON A DREAM THAT IT MIGHT BE POSSIBLE TO ESCAPE YOUR PAST AND HOPE FOR A BETTER FUTURE...

...BUT IT'S ONLY MADE THE PEOPLE SLAVES TO THE PRESENT!

IS IT POSSIBLE TO ESCAPE THIS PLACE?

AM I RUNNING OUT OF ROOFTOPS?



PAWN

MAGGIE!

HEY, MEAT-BAGS! YOU'RE LOOKING LIKE YOU CAME FOR A FIGHT.

LUCKY FOR YOU, I'M FEELING VERY ACCOMMODATING!

WHAT ARE YOU *DOING* HERE?

OH! I'M SORRY, I THOUGHT I WAS *SAVING YOUR SKIN,* BUT IF YOU THINK YOU'VE GOT THIS--

NOBODY ASKED YOU TO COME!

WHY DON'T YOU JUST TAKE OFF AND DO WHATEVER IT IS YOU DO WHEN YOU AREN'T RUINING PEOPLE'S LIVES!

HEY, YOU UNGRATEFUL LITTLE SNOT, IN CASE YOU HADN'T NOTICED, I'M HERE RIGHT NOW SO CAN WE JUST DEAL WITH--I REALLY DON'T KNOW WHAT THEY ARE. MONSTERS? ZOMBIES?

EL NACO SALVAJE.

WHAT?

WE CALL THEM *EL NACO SALVAJE!*

JEEZ, OKAY--GOT IT! WHATEVER!

WHATEVER.

HEY, SIS, YOU ALL RIGHT?

DON'T THINK WE CAN SELL THIS NOW, LINDA'LL BE PISSED!

RRAR

EEYAWARR!

YOU GUYS ALL RIGHT?

AUNTIE LINDA?

SORRY I GOT HERE SO LATE, *BICHITO*...

...BUT YOU KNOW HOW IT IS WHEN YOU'RE CATCHING UP WITH OLD FRIENDS.

I WAS SO WORRIED, I THOUGHT--

LOOK, AUNTIE LINDA IS HERE, TOO!

SELINA? OH! THANK GOD YOU CAME BACK IN TIME! WE--

SHUNK

NO!

HUHN
HUHN
HUHN
NO NO NO NO NO NO!
One 9-1-1 call later...
MA'AM, CAN YOU HEAR ME? CAN YOU TELL ME YOUR NAME?
SHE'S UNRESPONSIVE.

LET'S GET A C SPINE COLLAR ON HER--

PLEASE, IS SHE OKAY? TELL ME SHE'S OKAY!

SHE'S STILL WITH US, BUT THAT GASH IS PRETTY NASTY. WE NEED TO GET HER TO AN E.R. AS SOON AS POSSIBLE. ARE YOU A RELATIVE?

SON?

CARLOS, I--

WE ARE GOING TO LIFT YOU ON THREE...

WHAT ARE YOU *DOING* HERE, SELINA?

WHAT DO YOU MEAN? I--

ONE...

ARE OUR LIVES JUST A *GAME* TO YOU?

WHAT? OF *COURSE* NOT--

...TWO...

YOU KNOW WHAT, I SHOULD HAVE KNOWN WHAT YOU WERE RIGHT AWAY! YOU CALL YOURSELF A *CAT*...

...AND YOU *REALLY* ARE! JUST GIVE AND TAKE AFFECTION WHENEVER YOU FEEL LIKE IT!

...THREE...

GET US TO CARE FOR YOU AND THEN TAKE OFF WITHOUT A WORD!

WELL, WE AREN'T YOUR PLAY-THINGS, SELINA.

MAGGIE ISN'T A PLAYTHING! NONE OF *THIS* IS A GAME TO US!

SON, WE NEED TO GO NOW. ARE YOU COMING OR STAYING?

CARLOS-- PLEASE...

JUST--GO HOME, CAT. GO HOME.

I'M SO SORRY...

...FOR EVERY-THING.

Creel Mansion.

I KNOW WHAT I'M DOING!

THE PROBLEM IS THIS DARN REMOTE!

HERE, ALL YOU HAVE TO DO IS PRESS--

I DON'T NEED YOU TO TELL ME--I NEED YOU TO *FIX* IT!

COME HERE, EVELYN. I WANT TO SHOW YOU SOMETHING.

YOU SEE THIS? THE PANIC AND FEAR? WE ALL CREATED THAT! WELL, MOSTLY ME, BUT YOU HELPED!

IT MAY NOT LOOK LIKE IT NOW, BUT *THIS* IS THE KEY TO MY POWER!

BUT I THOUGHT YOU WANTED TO USE THE LAZARUS WATER TO HELP PEOPLE?

I DO.

I AM!

THE SCOPE MAY BE DIFFICULT FOR MOST PEOPLE TO SEE AT FIRST, BUT IN TIME, THEY WILL UNDERSTAND AND LOVE ME FOR MY DESTRUCTION!

OWNING A RESOURCE AS PRECIOUS AS THE ***LAZARUS WATER*** GRANTS ME THE POWER OVER LIFE, DEATH, AND EVERYTHING IN BETWEEN.

I'LL NEVER AGAIN HAVE TO PLAY THE SMILING WIFE OF A USELESS POLITICIAN. I NO LONGER NEED YOUTH AND BEAUTY TO GET AHEAD.

I HAVE EVERYTHING, AS I AM, AND THE PEOPLE WILL *WANT* ME FOR IT!

WHAT ARE *YOU* DOING HERE?!

LOOKS LIKE ADAM'S GOTTEN OUT AGAIN...

=SIGH= JUST LOCK HIM BACK UP WITH THE OTHERS FOR NOW TILL WE COME UP WITH A BETTER SOLUTION.

ARRGGUUU!

AND I KNOW JUST WHAT TO DO.

To Be Continued!

A lost kingdom. A dark secret.
A brave princess.

AMETHYST

Written &
Illustrated by
AMY REEDER

An unforgettable 6-issue adventure

February

™ & © DC

WONDER COMICS

DC

AMETHYST #1 SNEAK PREVIEW

I LIKE IT! IT'S COOL!

WE KNOW YOU HAVE PLENTY OF TIARAS. BUT MAYBE THIS WAY YOU CAN TAKE A BIT OF US WITH YOU.

WE MISS YOU, AMY. ALWAYS.

IT'S MY SIXTEENTH BIRTHDAY TODAY AND--AS USUAL--I'LL BE CELEBRATING *TWICE.*

MOM PICKED IT OUT HERSELF.

THE LADY TOLD ME I HAVE A GOOD EYE.

IT COMES ALONG WITH THE TERRITORY OF *WHO I AM.*

IT'S SUPPOSED TO ENHANCE YOUR *PSYCHIC ABILITIES!*

TWO HOMES, TWO IDENTITIES.

ALTHOUGH I'M *HERE* LESS AND LESS.

THIS ROOM FEELS LIKE A MUSEUM.

THAT'S NOT REALLY HOW AMETHYST WORKS, MOM--

--OR ANY OF THE CRYSTALS ON *GEMWORLD,* FOR THAT MATTER.

IT'S CLOSER TO SCIENCE! NOT THE MYSTICAL HOOEY THEY SELL HERE ON EARTH.

UH-OH.

THEN YOU MIGHT NOT LIKE YOUR OTHER PRESENT.

I EVEN HAVE TWO SETS OF PARENTS, TECHNICALLY--

--ALTHOUGH MY BIRTH PARENTS DIED BEFORE I GOT TO KNOW THEM.

I'D DOUBT THAT!

TWO OF EVERYTHING FOR ME.

IT'S A LOT TO KEEP TRACK OF.

BUT FOR THESE TWO...

CRYSTAL HEALING: THE COMPLETE GUIDE.

OH.

WE THOUGHT MAYBE THIS WOULD HELP PROTECT YOU...FROM GOD KNOWS WHAT.

MONSTERS! DEMONS, OR SORCERERS! OR WHATEVER YOU'RE FACING THESE DAYS.

WE WORRY, IT'S ONLY NATURAL.

MAYBE YOU COULD JUST TRY IT OUT.

...I'M THEIR ONLY ONE.

IT DOESN'T HURT TO TRY, RIGHT?

SO THEY TRY.

MAYBE A LITTLE TOO HARD.

SURE! IT'S *GREAT*, YOU GUYS. *REALLY.*

"CRYSTAL HEALING." OH BOY.

THEY'D PROBABLY KEEP ME HERE FOREVER IF THEY THOUGHT IT WOULD WORK.

SO I HATE THIS, BUT I REALLY HAVE TO GO. "BIRTHDAY GALA" AND ALL...

WE UNDERSTAND, SWEETIE. YOU HAVE A WHOLE WORLD ON YOUR SHOULDERS.

I DON'T KNOW HOW YOU DO IT!

I THINK THEY WOULD KEEP ME HERE FOREVER IF THEY THOUGHT IT WOULD WORK.

I'LL MISS YOU BOTH!

WHEN DID YOU GET SO TALL?

DON'T FORGET, YOU WERE *MY* PRINCESS FIRST.

GOT IT, DAD.

WELL. THAT'S *HIS* VERSION OF THE STORY.

I SHOULD PROBABLY TELL YOU MINE.

I'M AMY WINSTON.

I THOUGHT I WAS AN ORDINARY GIRL FROM EARTH, BUT IT TURNS OUT I'M PRINCESS ***AMETHYST*** OF GEMWORLD.

WILD, RIGHT? BUT AT THIS POINT I'D SAY I'M USED TO IT.

I GOT THE NEWS ON MY THIRTEENTH BIRTHDAY, WHEN A GEM-POWERED PORTAL OPENED UP AND SENT ME TO ANOTHER DIMENSION.

GEMWORLD IS LIKE EVERY GOOD DREAM I'VE EVER HAD, WITH A FEW NIGHTMARES IN BETWEEN.

AS SOON AS I ARRIVED, THERE WAS TROUBLE.

THAT'S THE ***DARK LORD OPAL***-- THIS GUY ***MURDERED*** MY PARENTS WHEN I WAS ONLY A ***BABY***.

OPAL WAS A FEW STEPS AWAY FROM TAKING OVER THAT ENTIRE WORLD WHEN I STEPPED INTO THE SCENE.

WITH THE HELP OF MY CARETAKER ***CITRINE***, MY TRUSTED BODYGUARD ***GRANCH***, AND THE ALLIES WE MADE ALONG THE WAY, I WAS ABLE TO DEFEAT OPAL AND RESTORE GEMWORLD TO PEACE.

GEMWORLD HAS TWELVE GEM REALMS, ONE OF WHICH IS ***MY*** KINGDOM, ***AMETHYST***.

I'VE BEEN AWAY AND MY SUBJECTS AWAIT MY RETURN. IT'LL BE BOTH A HOMECOMING AND A BIRTHDAY CELEBRATION...

...AND ***I CAN'T WAIT***.

WAAAGHHHHH!!!!

Shirr

AMETHYST
IN GEMWORLD

STORY AND ART BY
AMY REEDER

LETTERING BY
GABRIELA DOWNIE

COVERS BY
AMY REEDER AND STEPHANIE HANS

EDITED BY
ANDY KHOURI

UFF!

WHERE...

...AM I?

TO BE CONTINUED IN AMETHYST #1 ON SALE IN FEBUARY

DIANA: PRINCESS OF THE AMAZONS

DC NATION INTERVIEW WITH Shannon & Dean Hale

ON SALE NOW!

In *Diana: Princess of the Amazons*, writers Shannon and Dean Hale and artist Victoria Ying tell the story of an 11-year-old Diana before she was Wonder Woman—and how lonely Themyscira can be when you're the only kid around.

Q: Wonder Woman means a lot to people of all ages. What's important in telling a story starring Diana for young readers?

Shannon Hale: Wonder Woman is obviously inspirational. I've been a fan since I was a kid until now, as I drive my mom minivan with a large gold Wonder Woman emblem on the hood. I love graphic novels in general and have seen what a huge difference they have made in turning so many kids into readers. So a graphic novel for young readers starring a young Wonder Woman? Win-win!

Dean Hale: I wanted young readers to be able to see themselves in Diana, all the while knowing who she grows up to be. That maybe they could see greatness in themselves and who they might eventually become, too.

Q: What qualities does the 11-year-old Diana share with the adult Wonder Woman? In what ways is she different?

Shannon: It was important to us that 11-year-old Diana is a kid. She's not yet fully formed, she's still trying to figure stuff out and she makes mistakes. But the heart of who she'll become is there: her generous spirit, her love for her family and Themyscira, her driving sense of right and wrong, and her passion for justice.

Dean: The traits that make her a hero are all there, but unrefined, and mostly unchallenged. I feel like this story gives us one of those earlier refining moments.

Q: Victoria Ying's art is compelling and adorable. What do you love about how she brought this story to life?

Shannon: I love how expressive her characters are! Diana feels so many different things and you know exactly how she's feeling, every panel.

Q: How did you approach adapting the rest of the world of Themyscira for this story?

Shannon: We really tried to see it the way a kid would see it. That's a very unique perspective on Themyscira, where everyone is an ageless adult. Young Diana will love aspects of it that adults don't even notice, and also feel the loneliness of being the only kid in the world.

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